The Path to Interoperability:

AOL's Proposed Architectural Design Based on Five Principles:

- Interoperability for All
- Privacy and Security
- Scalability
- Independence
- User Name Consistency



What Others in the Industry Propose: Multi-Headed Clients

- Consumers create accounts with multiple IM services.
- Multi-headed provider collects consumers' passwords to all accounts.
- Different systems not required to follow same security precautions.
- Interoperability limited to select few networks.





AOL's Commitment to Consumers:

Privacy and Security Come First

Summary

- Any Internet consumer can IM with any other today thanks to free distribution of AIM and other IM clients.
- Consumers enjoy a wide array of choices among IM providers, and can use more than one easily.
- Network Interoperability should be achieved the right way -- open to all, with security and privacy protections built in.



INSTANT MESSAGING

Barry Schuler
President,
AOL Interactive Services

July 13, 2000

AOL: The Pioneer of Instant Messaging

- 1989 AOL Introduces Instant Messaging, IM becomes one of most popular features on AOL
- 1996 AOL Introduces "Buddy List" Feature
- 1997 AOL Makes IM Technology Available for Free to All Internet Consumers
- **1999** AOL Licenses AIM to Others
- 2000 AOL Offers Proposal for Open and Secure IM to IETF



Internet Instant Messaging Today

More Than 40 Different IM Programs Available From Variety of Providers:

- Yahoo! Messenger -- 125 Million Registered
- ICQ -- 65 Million Registered
- AIM -- 50 Million Registered
- MSN Messenger -- 17 Million Registered
- Tribal Voice -- 5 Million Registered



Instant Messaging Today

- IM is popular community feature, with little to no direct revenue for ISPs and portal services like AOL, Yahoo and MSN.
- Competitors offering stand-alone IM service charge no subscription fees, seek to create revenues through advertising, consumer list sales and developing IM direct-marketing capabilities.



Demonstration

AOL Instant Messaging: How It Works

- Consumer logs in to server, which makes consumer's "presence" known to all on network.
- Consumers notice each others presence through notification system, send messages through server.

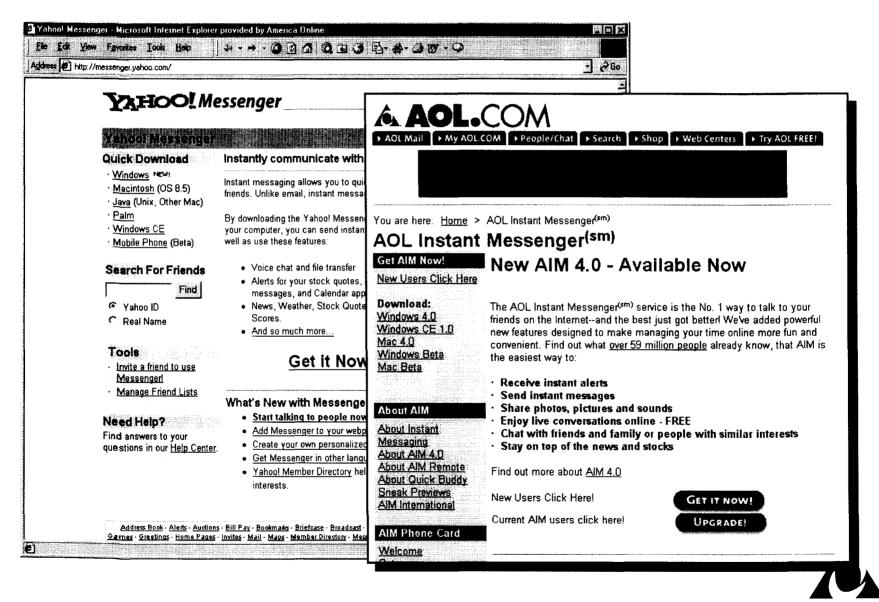


IM: The Consumer Perspective

- Community-Based Feature
- Free
- Can Use Multiple Services Simultaneously
- Distributed by consumers to their friends

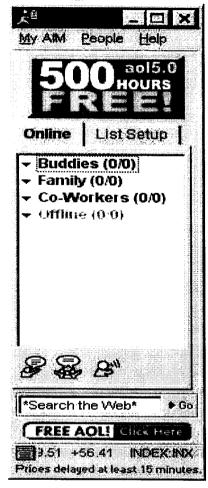


The Consumer Perspective:Free



The Consumer Perspective: Can Use Multiple Services Simultaneously







Comparison: IM and E-Mail

Instant Messaging

E-Mail

- Real-Time: Messages **Appear Immediately**
- Messages Read on **Demand**
- Consumers Can Notice
 No Presence Others' Presence
 - Information Needed





Comparison: IM and Telephone

Instant Messaging

Multiple Services Flourish

Telephone

Local Monopolies

Free Service

Fee-based Service

Member Privacy and Security a Top Priority for AOL





AOL Instant Messaging Users Can **Block Unwanted Messages**

				oid or other s anyone yo	
nt you a messag o accept it?	No.	xei: 0%	Block	u for your passwo uch information to	
User "AlM User1" has sent you a message. Would you like to accept it?	<u> Yes</u>	-BeachGoldens: Waming level: 02	ii)	AIM administrators will never ask you for your password or other personal information. Do not give such information to anyone you don't know and trust!	T Don't display this dialog again.
				AIM administrators wil personal information. don't know and trustl	T Don't displa

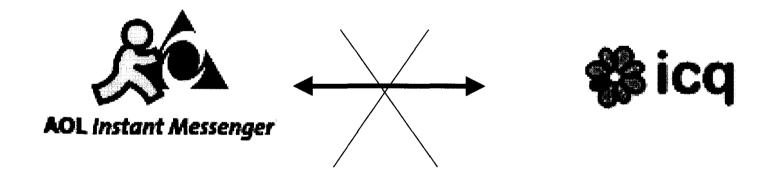
AOL Instant Messaging: Protects Users' Privacy

ogging Sounds General Con	Talk Buddy Icon Buddy Chat Aw nection Privacy Buddy IM Image
Who can contact me C Allow all users to contact me C Allow only users on my Buddy List C Allow only the users below	Block all users Block the users below
Allow List	Block List
organisation of the control of the c	
Allow users to see	Add Name Bemove



Protecting Members' Safety Is Paramount

No Interoperability With ICQ Until Security and Privacy Guarantees are Established





Why Pursue Interoperability? Three Approaches to IM Service

Portal Feature

Operating System Feature

Stand-Alone Service









Interoperability: The History of E-Mail

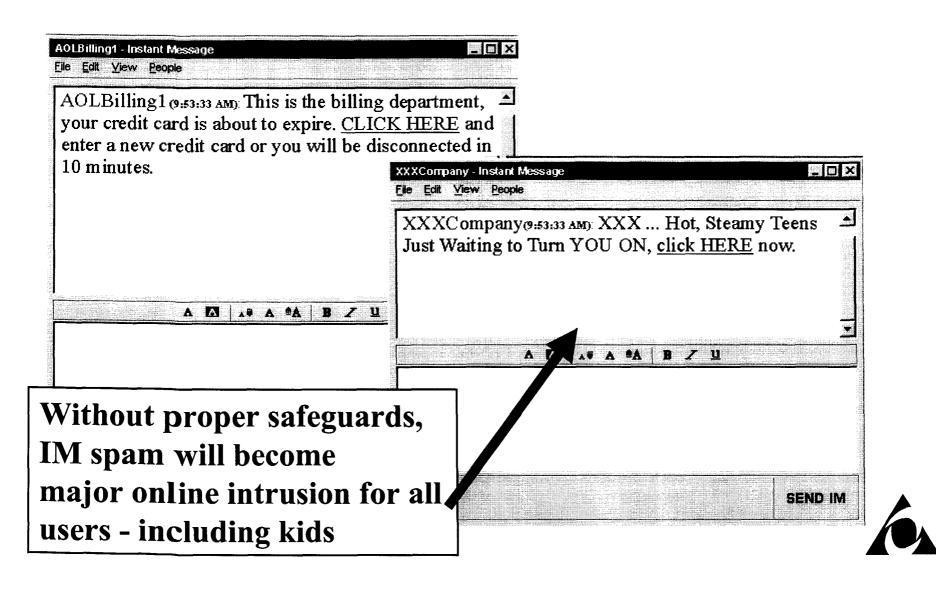
- Internet E-mail initially available only within proprietary systems.
- Over time, industry developed standards for communication between users of different systems.
- Potential hazards not anticipated: no protections built into standards against SPAM or other threats to consumer privacy and security.

SPAM, E-Mail Viruses, and Hacking are Serious Industry Problems

- All e-mail systems confront SPAM and other intrusions daily. AOL blocks many SPAM mails from known spammers, but issue remains source of consumer complaints.
- Recent viruses such as Love Bug highlight high risk of mail-borne viruses.
- Hackers use e-mail to break into sensitive computer systems.



Spamming in Real Time is even more intrusive and dangerous





while Protecting Consumers Achieving Interoperability

The Standards Process

 IETF -- Internet Engineering Task Force -- is International community of network designers, operators, vendors, and researchers.



Appoints working group to study issue -industry and other participants asked to
submit ideas, which are discussed until
consensus is reached.



IETF Work on Instant Messaging

1998 Working Group on Instant

Messaging Established

April 2000 Working Group put into

"hibernation" due to lack of

progress.

June 2000 AOL submits architecture for

interoperability. Only proposal

from major IM provider.



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Privacy and Security Come First AOL's Commitment to Consumers:

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MOLIV

Launching a New Era in **Television** AOLTV

Barry Schuler

President, Interactive Services Group

America Online

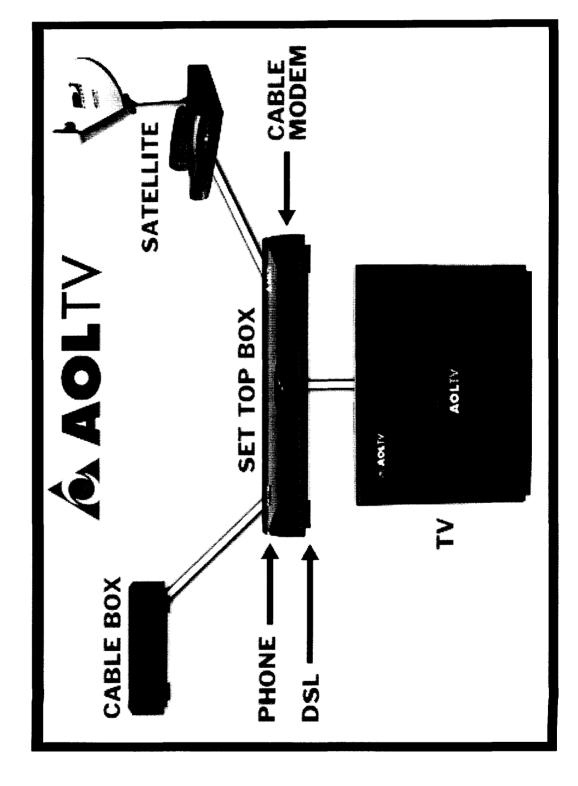


Interactive TV: An Idea Whose Time Has Finally Come

- Interactivity becoming central to consumers' everyday lives
- People want convenience of interactivity across multiple devices for easy access
- Research shows consumers already going online while watching TV

Mass market consumers ready for interactive TV

AOLTV: How it Works





AOLTV: Benefits for Consumers and TV Industry

- Enhances TV viewing with interactivity to enable multi-tasking
- Brings popular AOL features to TV experience
- Makes television easier to navigate
- Provides TV industry new platform for its interactive content and ad/e-commerce
- Commits to open standards and consumer choice

The AOLTV experience driven by consumers



AOLTV - Not Just Internet on TV Set . . .

Extending Best of Interactivity to TV:

- ⇒ Convenience Features
- ⇒ Virtual Channels Offer More Consumer Choice
- ⇒ Community of 23 Million AOL Members
- ⇒ Content and Ad/E-Commerce to Complement TV Programming

AOLTV will make the television more useful and valuable device for home and family

Three Components of AOLTV

- Navigation
- Your AOL Features designed for TV
- Enhanced TV

Navigation

With Today's Hundreds of Channels, AOLTV Makes It Easy for Consumers to Find What They Want to Watch . . .

TV Will Be Surfable Again!



AOLTV Makes Television Easier to Navigate

AOLTV Program Guide enables consumers to:

- Organize TV channels by category
- Explore new Virtual Channels
- Request on-screen reminders for favorite shows
- Automatically set VCRs to tape programs
- Review program summaries 3 days ahead of time
- Access via any device connected to AOL

Others program guides already being developed: 14 million consumers using DirecTV's program guide



AOLTV Brings Popular AOL Features to TV Experience

- AOL Screen Name
- AOL E-mail
- AOL Buddy List and Instant Messaging
- You've Got Pictures
- AOL Calendar
- AOL Parental Controls
- AOL Favorite Places
- AOL Portfolios

And it's up to consumers to decide how and when to use these convenient features

AOLTV Provides Exciting New Platform for Television Industry.

AOLTV Supports ATVEF Streams and Access To the WWW on TV Without a Commercial Relationship Required.



TV Industry's Content Opportunity on AOLTV

AOLTV Enables TV Programmers to Provide:

- In-depth background for news and sports programming
- Interactive polls
- Chats with TV stars
- Emergency information during natural disasters and other public service announcements



Advertising/E-Commerce to Complement TV Programming

AOLTV Enables TV Programmers to:

- Offer e-commerce opportunities linked directly to the shows on-screen
- Extend the impact of television ads
- Generate new advertising revenue streams
- Build an exciting new generation of interactive content



AOLTV Built on Open Standards

- Open standards ensures content will be accessible on other interactive TV services
- Licensable software from Liberate Technologies
- Support for set-top boxes that accommodate multiple interactive TV services

Open standards key to growing entire interactive TV industry

AOLTV Provides Consumer Choice

- Full support for content diversity in both TV and interactive programming
- Seeking to partner with all broadcast and cable TV networks
- Non-discriminatory listings of channels in Program Guide categories
- Viewer controls what is on the TV screen e.g. picture in picture, resized picture

Consumers will decide success of this new industry

AOLTV Success Depends On Building a Large Audience.

This Will Occur by Providing Consumers with the Most Choice and Diversity Possible in TV and Interactive Content.

